

Box Cars and One-Eyed Jacks

K - 3

FACT FLUENCY

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TREATY SIX CONFERENCE

Edmonton, AB

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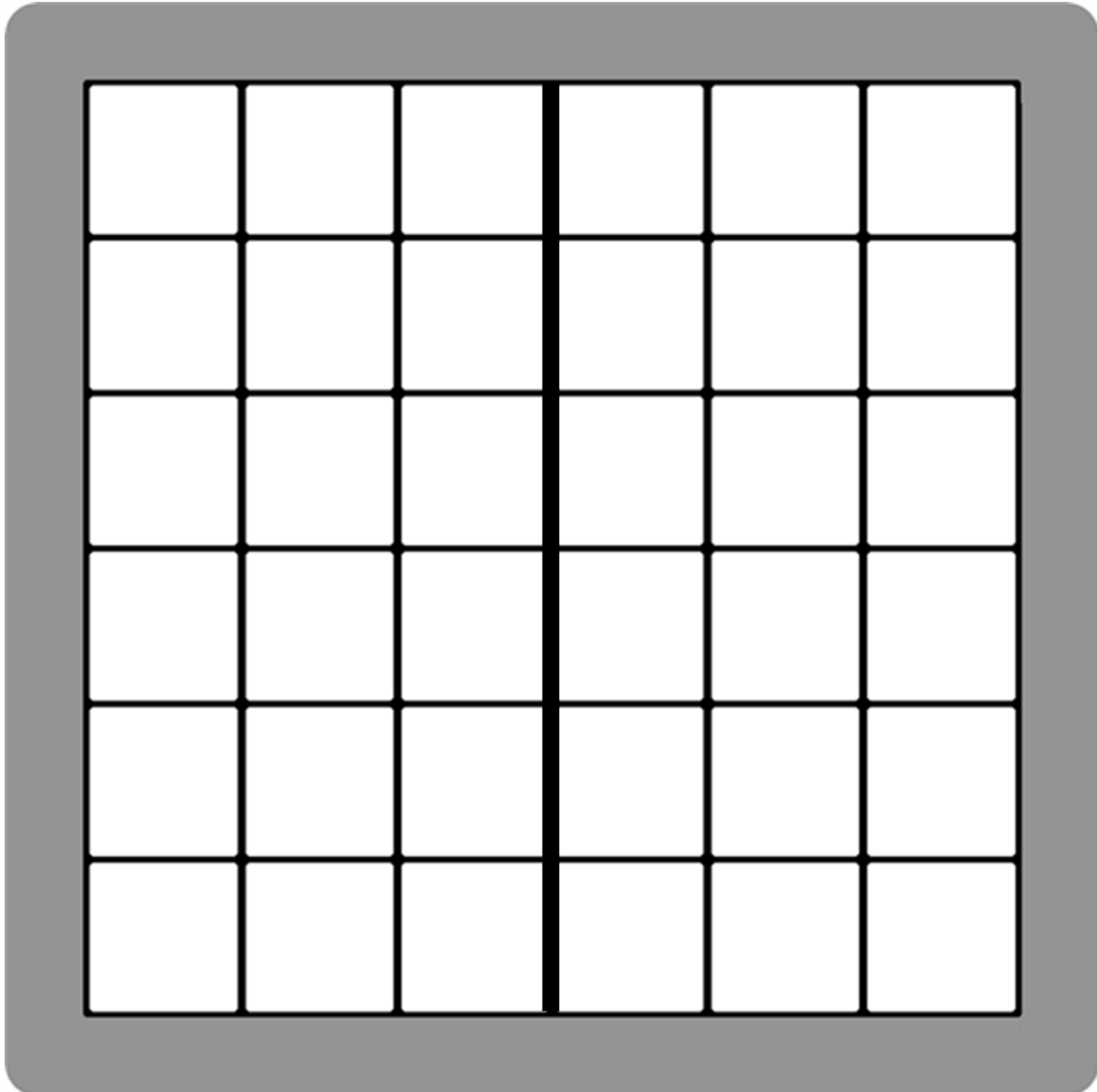
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HORSE RACE

**PLAYER
ONE**

**PLAYER
TWO**



START

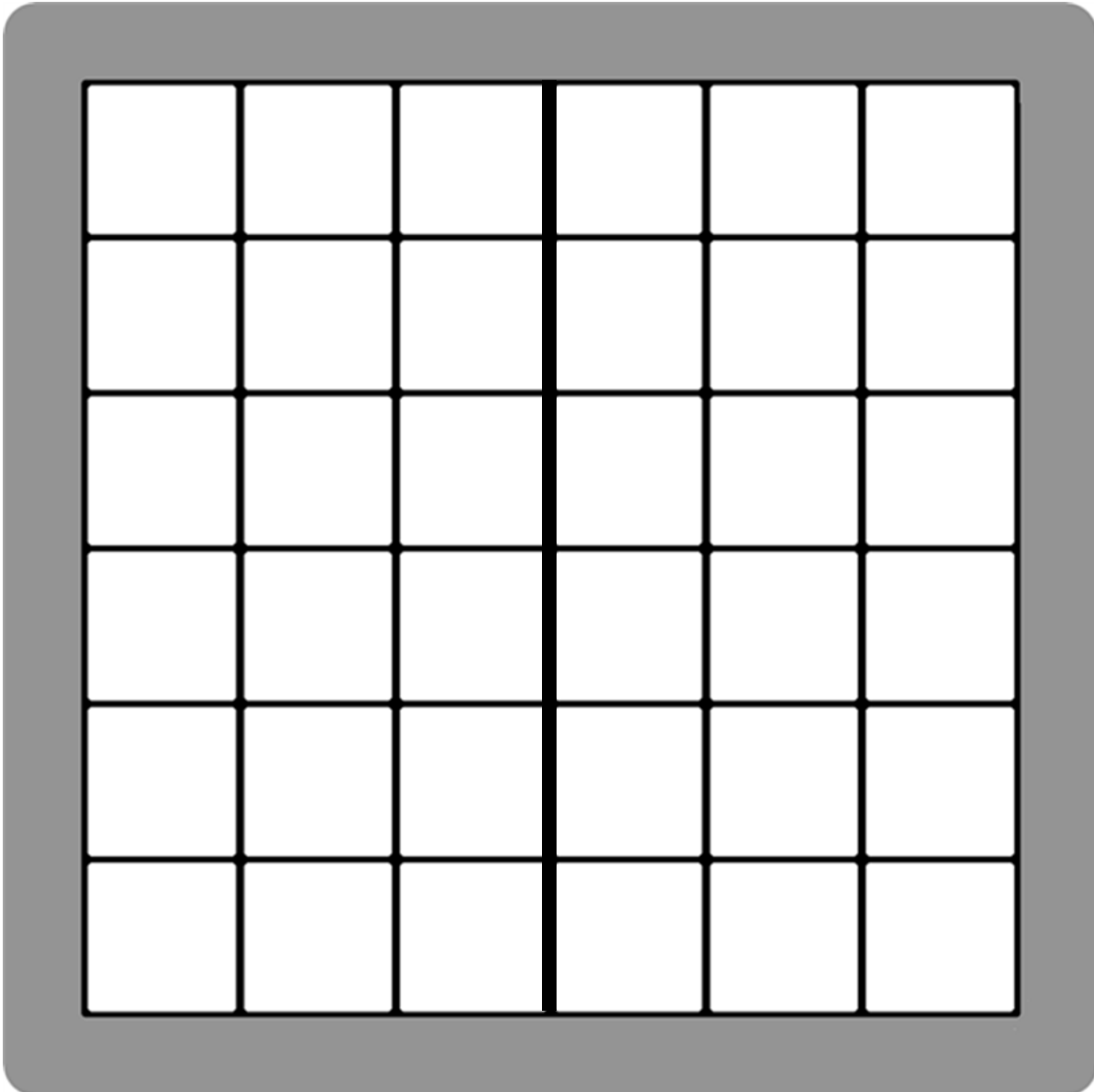
START

- ▶ Each player takes 18 dice of own color.
- ▶ Each player rolls two dice and adds.
- ▶ Player with the greatest sum places them into their side of the tray, least sum places in lid.
- ▶ Player with the most dice on their side of the tray at the end of the game wins.

WARP 18

PLAYER
ONE

PLAYER
TWO

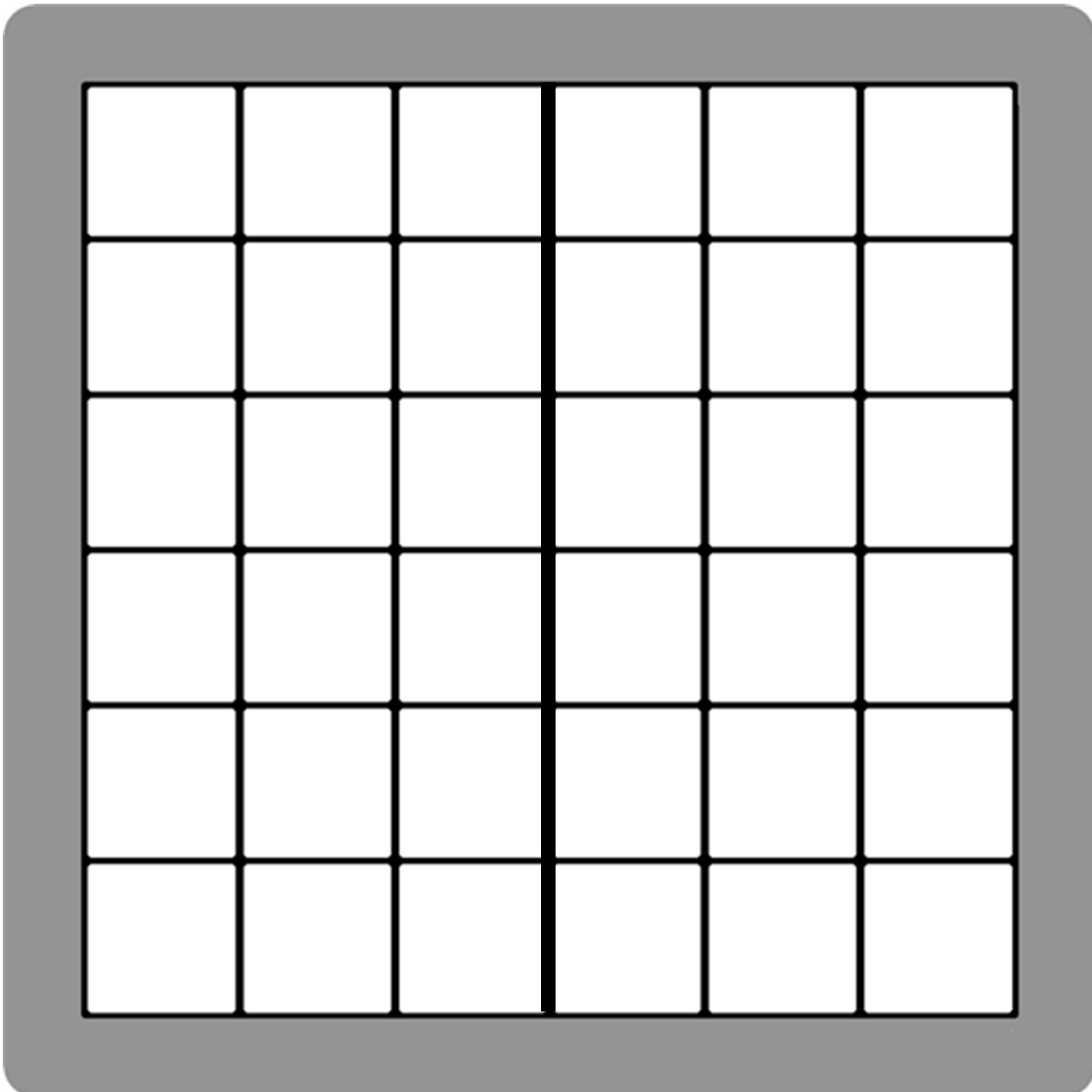


- ▶ Explore Associative Property of Addition.
- ▶ Each player takes 18 dice of their own color.
- ▶ Each player rolls 3 dice and adds.
- ▶ Player with the greatest sum places them into their side of the tray, least sum places in lid.
- ▶ Players need to verbalize how they calculated sums.
- ▶ Player with the most dice in their side of the tray at the end of the game wins.

36 SLAM DUNK

PLAYER
ONE

PLAYER
TWO



- ▶ Each player takes 18 dice of own color.
- ▶ Each player rolls 2 or 3 dice, multiplies.
- ▶ Player with greatest product places them into their side of the tray, least product places in lid.
- ▶ Player with the most dice in their side of the tray at the end of the game wins.

What's Under My Thumb?

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Level: Grades K-3

Concepts: Missing Addend, Subtraction, Counting On or Back

Players: 1 vs 1

Equipment: Stratedice Tray, One Game board, pencil

Goal: To figure out the number under the other player's finger.

Setting Up: Each player has their own color dice. Player One turns their back to Player Two and secretly rolls two of Player Two's dice (rolled 5 and 1, covered the 1 with a finger), adds the two dice together to get the sum of 6. Player One then turns back around so Player Two can see the 5 and the other covered die (1). Player One then says "Six is my sum! What's under my thumb?" Player Two figures out that 1 added to 5 equals 6 and says "ONE".

Player Two records the 5 on the line for one addend, records the 1 in the box for the missing addend and records the sum (6) into the sum location. Since player Two was correct, Player Two places both dice into their side of the Black Tray. Players continue to alternate turns secretly rolling two of the other player's dice, adding them and saying the rhyme. If players say the correct missing addend, they get to put their dice into the Black Tray. If they are incorrect, they place their dice into the clear lid. The player with the most dice in the Black Tray at the end of 9 rounds wins the game.

Example:

Player One rolled 1 and 5 and covered the 1 and said "**Six is my sum! What's under my thumb?**"

Player Two filled in the $\underline{5} + \boxed{1} = \underline{6}$ on the paper and said "**ONE**".

Since Player Two was correct, they placed their dice into the Black Tray. (incorrect answers go in lid)

Player One

| | |
|-------------|-----------------------------------|
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | Total Dice in Black Tray = |

Player Two

| | |
|-------------|-----------------------------------|
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | ___ + ___ = |
| ___ + ___ = | Total Dice in Black Tray = |

SUPER MUSH HORSE RACE

| | | |
|----|---------------------|----------------------|
| | TARGET | <input type="text"/> |
| 1. | _____ = | _____ |
| 2. | _____ = | _____ |
| 3. | _____ = | _____ |
| 4. | _____ = | _____ |
| 5. | _____ = | _____ |
| 6. | _____ = | _____ |
| | TOTAL POINTS | <input type="text"/> |

| | | |
|----|---------------------|----------------------|
| | TARGET | <input type="text"/> |
| 1. | _____ = | _____ |
| 2. | _____ = | _____ |
| 3. | _____ = | _____ |
| 4. | _____ = | _____ |
| 5. | _____ = | _____ |
| 6. | _____ = | _____ |
| | TOTAL POINTS | <input type="text"/> |

- ▶ All dice are super mushed.
- ▶ Referee calls target.
- ▶ Teams now use all their dice to make math sentences that equal the target.
- ▶ All operations can be used and 3-4 dice must be used in each sentence.
- ▶ Score 5 points per sentence.

PRIMARY RACE WITH RULES

| | EVEN SUM | DIFFERENCE OF 1 | ODD SUM |
|------------|----------|-----------------|---------|
| PLAYER ONE | | | |
| | | | |
| | | | |
| PLAYER TWO | | | |
| | | | |
| | | | |

- ▶ Each player takes 18 dice of own color.
- ▶ Players will be cycling through the following: EVEN SUM, DIFFERENCE OF 1, ODD SUM
- ▶ Each player rolls 2 dice each turn, first looks for EVEN SUM. If EVEN, they can place into their side.
- ▶ Next roll they need a DIFFERENCE OF 1 answer and so on.
- ▶ First player to fill in entire side is the winner.

SLAM DUNK DIFFERENCES

MY ROLLS

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

STEP 1

| | | | | |
|--|---|--|---|--|
| | + | | = | |
| | + | | = | |

STEP 2

| | | | | |
|--|---|--|---|--|
| | - | | = | |
|--|---|--|---|--|

MY ROLLS

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

STEP 1

| | | | | |
|--|---|--|---|--|
| | + | | = | |
| | + | | = | |

STEP 2

| | | | | |
|--|---|--|---|--|
| | - | | = | |
|--|---|--|---|--|

MY ROLLS

| | | | |
|--|--|--|--|
| | | | |
|--|--|--|--|

STEP 1

| | | | | |
|--|---|--|---|--|
| | + | | = | |
| | + | | = | |

STEP 2

| | | | | |
|--|---|--|---|--|
| | - | | = | |
|--|---|--|---|--|

This is a great 2 -step problem solving game.

To start, the player rolls 4 dice.

Example: Roll 6, 4, 5, 2

STEP 1

Players can arrange dice in any order to make two addition sentences.

Example:

4 + 5 = 9

6 + 2 = 8

STEP 2

Players then subtract their two sums to create the least difference.

Example:

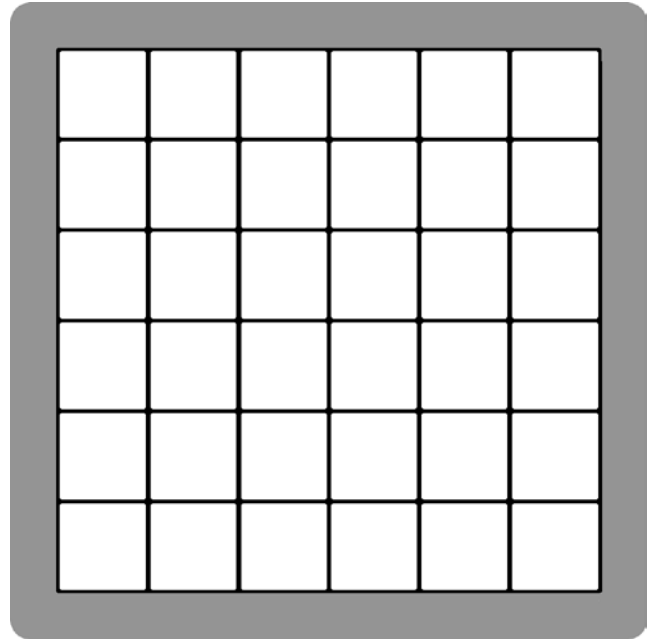
9 - 8 = 1

The player with the least difference wins and puts their dice in the black tray. Other players' dice goes into the clear tray.

PATTERN PUT AWAY

RECORDING SHEET

Partners Names:



The name for our pattern is:

The way we would describe our pattern is:

We think our pattern is interesting because: